

PACIFIC STRIKE™

PLAY GUIDE

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STARTING THE GAME

1. First, install *Pacific Strike* on your hard disk. Check the *Install Guide* for details on installation and troubleshooting advice.
2. Select the drive on which the game is installed. If you didn't choose a different drive during installation, type CD\ and hit **[Enter]**.
3. Select the *Pacific Strike* directory. (If your game is saved under C:\PS, for example, type CD PS and hit **[Enter]**).
4. Begin the game by typing PACIFIC and pressing **[Enter]**.

Compatible Interfaces. You can use a joystick, mouse or keyboard to play *Pacific Strike*. In the documentation, climbing, diving and turning are represented by these symbols:

- [↑]** Push forward on the joystick, move the mouse away from you, or press **[↑]** on the keyboard.
- [↓]** Pull back on the joystick, move the mouse toward you, or press **[↓]** on the keyboard.
- [←]** Push the joystick left, move the mouse to the left, or press **[←]** on the keyboard.
- [→]** Push the joystick right, move the mouse to the right, or press **[→]** on the keyboard.

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MAIN MENU

After the introductory animation of the attack on Pearl Harbor, a MAIN MENU with the following options appears. Press the first letter of the option or point and click using the mouse, arrows or joystick.

START NEW GAME. To begin a new game, select this option. Blank dogtags and transfer papers appear on the screen. Enter your last name, your first name and your call-sign in the spaces provided on the dogtag. Use **[Enter]** to move to the next line and **[Backspace]** to correct mistakes. After you type in the missing information and press **[Enter]**, orders appear on the paper, indicating your transfer to Pearl Harbor.



Main Menu

INSTANT ACTION. If you have not played *Pacific Strike* before and want to hone your flying expertise, try flying a few Instant Action missions. The outcome of a training mission doesn't affect your status in the game, but you can practice dogfights, ground attacks and ship attacks or fly the gauntlet mission (see **Instant Action** on page 4 for more information). You can also fly either American or Japanese planes.

VIEW OBJECTS. Select this option to view 3-D objects in *Pacific Strike*, such as planes, carriers and other modeled objects (see **Object Viewer** on page 3 for more information).

CONTINUE GAME. *Pacific Strike* automatically saves your progress in the game at certain intervals, usually after you land on the carrier. This does not replace the regular **SAVE** button and cannot return you to a previously saved game. If you exit the game without saving, the **CONTINUE GAME** option can return you to the most recent auto-save position. Use **LOAD GAME** to return to a previously saved mission series. If you are playing *Pacific Strike* for the first time, this option will not be available.

LOAD GAME. Choose this option if you want to continue a previously saved game. If you have not saved any games yet, this option will not be available. Press **[Enter]** to display a list of saved games. Select the one you want to resume by clicking on it with your mouse, arrows or joystick.

EXITING THE GAME

To exit the game, press **[Alt] [X]**. You should always save your game before you exit. Otherwise, anything you accomplished during the mission doesn't get recorded!

SAVING GAMES

You can't save a game until you complete the first Pearl Harbor mission and transfer to the *Enterprise*. To save your game, follow these steps:

- Click on the door to the right of the Mess Hall. You should see the words *To Stateroom*.
- Click on the empty bunk to bring up the SAVE GAME screen.
- Type in a short description for the saved game (up to 8 characters).
- Click on the SAVE button. (You can save an unlimited number of games.)
- You can either quit *Pacific Strike* at this point by pressing **(Alt)(X)** or go the Briefing Room for information about your next mission.

LOADING GAMES

To load a previously saved game, follow these steps:

- Click on the door to the right of the Mess Hall to enter the Stateroom.
- Click on the sleeping pilot to bring up the LOAD GAME screen. He'll wake up and look at you, and a list of saved games will appear on the screen.
- Highlight the game you wish to load and click on the EXIT button. Then, click on CONTINUE GAME to play the next mission in the series.

OBJECT VIEWER

The Object Viewer displays 3-D pictures of planes, ships and other game objects. When you choose this option in the MAIN MENU, you'll see a spinning *Wildcat*.

- To stop the spin, point and click on the left or right ROTATE arrow. Then, click on either arrow again to manually spin the object in that direction.
- To move the viewing angle up or down, point and click on the up or down ROTATE arrow. Press the top DISTANCE arrow to view the object up close or the lower DISTANCE arrow to back out.
- To view another object, click on the leftmost button that says WILDCAT. Notice that the object name changes and a new picture appears on the screen. Keep clicking on this button to cycle through the remaining objects.
- To exit the Object Viewer, click on the EXIT button.



Object Viewer

INSTANT ACTION

Pacific Strike has a training feature that lets you fly different types of practice missions.

- To activate a training mission, select INSTANT ACTION from the MAIN MENU.
- Select a type of mission: GAUNTLET, LAND TARGETS, SEA TARGETS or EXIT.
- On the next screen, choose JAPANESE TARGETS, AMERICAN TARGETS or EXIT.

The Gauntlet launches you directly into combat against waves of enemy planes. The other options bring up a configuration screen that lets you choose mission elements.

GAUNTLET. Take on waves of enemy planes and fight using only your guns. (Click on the arrows to change the plane type, then on PLAY to begin the gauntlet mission.)

LAND TARGETS. Practice strafing and bombing ground targets. You choose your plane, squadron loadouts and enemy air cover.

SEA TARGETS. Practice your torpedoing or bombing skills by attacking enemy ships. Once again, you can select your plane, squadron loadouts and enemy air cover.

EXIT. Exit the Instant Action option.

Configuring an Instant Action Mission

On the right, you'll see three mission elements — SORTIE, PLANE and ALLOCATED. Use ☐ and ☐ to change the option for each mission element. After you allocate a plane, an option called OBJECTIVE appears that describes the mission objective for this group of planes. You can use up to six planes and pilots during a single mission, divided among two or three groups called sorties. You also specify the wingleader and mission type for each group. Finally, you can choose to fly either Japanese or American planes.

USA. Configure your side of the mission (even when flying Japanese planes against a U.S. target).

JAPAN. Configure the opposing side of the mission (even when flying Japanese planes against a U.S. target). This is identical to configuring your side of the mission, except that you designate ROOKIE, VETERAN or ACE pilots. Objectives also differ and vary between plane types.



Instant Action

INTERCEPT. Dogfight against opposing planes. You can use up to 12 planes, but no more than three sorties and no more than four planes per sortie.

DEFEND MAIN TARGET. Defend a target against opposing planes.

ATTACK CARRIER. Attack a carrier with up to eight planes (in two groups of four).

SORTIE. Changes the group to Sortie 1, 2 or 3. You can allocate up to six planes between these groups — the first sortie you configure contains you and one or more pilots, while the other two sorties consist of other pilots.

PLANE. Changes the plane type. The list of planes starts with American fighters and ends with Japanese planes.

ALLOCATED. Adds a pilot to the current sortie. In the first USA sortie you configure, you are the section leader. In the other two sorties, the first pilot you allocate is the *section leader*. The name of this pilot appears between the bottom ☐+ and ☐- buttons. Any other pilots (up to four) that you add to this sortie are *wingmen*.

OBJECTIVE. Selects a mission objective for the sortie you are configuring. The options below, along with the objectives and weapons, will vary for each plane.

ESCORT. Escort ships or planes, then attack enemy targets with guns.

ROCKET ESCORT. Escort ships or other planes, then attack enemy planes and ground targets with guns and HVAR rockets.

LIGHT GROUND ATTACK. Attack strategic ground targets or ships with guns and small bombs, then seek out enemy planes.

LIGHT GROUND ATTACK WITH ROCKETS. Attack strategic ground targets or ships with guns, small bombs, and HVAR rockets, then seek out enemy planes.

HEAVY GROUND ATTACK. Attack strategic ground targets or ships with guns and heavy bombs, then seek out enemy planes.

HEAVY GROUND ATTACK WITH ROCKETS. Attack strategic ground targets or ships with guns, small bombs and HVAR rockets, then seek out enemy planes.

TORPEDO ATTACK. Attack ships using torpedoes.

TORPEDO ATTACK WITH ROCKETS. Attack ships using torpedoes and HVAR rockets.

PILOT. For your side, select a named or unnamed pilot for each plane. For the other side, select each pilot's skill level.

To configure up to two other sorties, switch to another SORTIE using ☐+ and ☐-. Then, choose options just as you did for the first sortie. If you wish to change a sortie you've already configured, change the SORTIE option to 1, 2 or 3. The specifics you chose earlier will appear, and you can change them without altering your other sorties.

EXIT. Exit Instant Action missions.

CLEAR. Clear the configuration for *all* sorties.

PLAY. Begin the Instant Action mission.

CAMERA VIEWS

Before the advent of modern tracking devices and in-flight radar, a pilot's survival depended on his "situational awareness." He had to constantly scan the sky, especially his blind spots, for unexpected attackers. One of the most utilized strategies in the Pacific war was to attack out of the sun so your opponent would be blind to your approach.

In *Pacific Strike*, different camera angles make constant awareness a little easier. Familiarize yourself with the following options and you will soon be able to use them to your advantage. An alternate point of view can help you make a quick and accurate assessment of your current situation. It will also be a lot easier to spot potential attackers from a distance.

Panning. You can also pan around your cockpit using Button 2 on your joystick or by using your mouse, Thrustmaster thumb joystick, second joystick or keyboard. To change the method of panning control, open your Option screen during flight by pressing **[Alt][O]**.

- Note: You must have a mouse or joystick to pan around the cockpit and have separate devices selected for FLIGHT CTRL and PANNING CTRL. For instance, if you select the keyboard as the FLIGHT CTRL and the mouse as the PANNING CTRL, you steer the plane with the keyboard and pan around with the mouse.
- To pan inside the cockpit using a mouse, select MOUSE (or KEYBOARD) as the PANNING CTRL in the Option screen and KEYBOARD (or MOUSE) as the FLIGHT CTRL. In **[F1]** or **[F7]** view, the panning device will move your "head."
- You must have a joystick selected as the panning device to pan around the outside of your plane. If you have *two* joysticks hooked up, you can specify one as the FLIGHT CTRL device and the other as the PANNING CTRL.
- To pan using a joystick, select a joystick as the PANNING CTRL in the Option screen. In **[F1]** or **[F7]** view, press the thumb button on the joystick and move the stick. Do the same in **[F6]** view to pan externally.

[F1] Normal Front View (Cockpit). Pressing **[F1]** will always return you from the current camera angle to the front of the cockpit. If you're already in the front cockpit view, **[F1]** will zoom in and out on your gunsight.

[F2] Chase View. This camera provides you with a view from behind your aircraft.

[F3] Right View. Provides you with Right cockpit view.

[F4] Left View. Provides you with Left cockpit view.

[F5] Back View. Provides you with Back Cockpit view.

- F6 External View.** Pressing **F6** activates the External view. Now you can view your airplane from different angles by panning with your joystick (hold the thumb button down and move the stick). Press **↑** or **↓** to zoom in or out. If you hit **F6** again, your view will switch to another nearby object. Hitting **F6** repeatedly will cycle through all planes and air targets in the area. Eventually, **F6** will return you to your plane. Press **Ctrl F6** to cycle through ground targets.
- F7 Tailgun View.** Press **F7** to switch to a tailgunning view out the back of your plane (if it is equipped with rear guns). To use tailguns, aim and fire just as you would with your front guns. You can pan around in this view. Press **F7** again to zoom in on the gunsight. Your plane will continue its present course while you're in this mode — make sure you are flying level, or you may crash!
- F8 Player-to-Target View.** This camera lines you up with the target, so that you view your plane in direct alignment with your chosen target. Press **F8** again to reverse the view, with your enemy in the foreground and your plane in the distance.
- F9 Victim View.** This view switches you to a close-up of your target when it crashes or explodes, indicating the damage your hits have inflicted. Hit **F9** to toggle this view on or off.
- F10 Weapon View.** This camera follows the path of the weapon you dropped, providing you with a close-up view of the damage you are doing. When activated, this camera automatically switches on at the appropriate moment. Press **F10** to toggle this option on and off.
- Y Automatic Target Tracking.** If you have a target selected and you press **Y** while in the **F1** view, the camera will follow your target and keep it in your field of view at all times. Press **Y** to toggle this mode on and off.

OPTION SCREEN

Pacific Strike has an Option screen that allows you to choose the visual, audio and flight characteristics of the game to suit your personal tastes and your hardware capabilities. You can access the Options screen by pressing **[Alt] [O]** while you are on the runway or while you are airborne. All available options appear in a clipboard-type format. To toggle an option, click on it. To choose from several options, click on the current option and press **[Spacebar]** to cycle through your remaining choices.

Some options decrease or increase the difficulty of the game, while other options increase or decrease the frame rate (the speed at which the frames change during animation). Scoring may be affected if you change the flight or gameplay options. Try experimenting with different combinations to find the best match for your skills and computer system.

GAMEPLAY OPTIONS

UNLIMITED AMMO. Gives you unlimited ammunition supplies for whatever weapons appear on your loadout.

ENEMY AI. Lets you designate ACE / VETERAN / ROOKIE intelligence for your opponents.

EASY GUN HITS. Allows your bullets to hit opponents at longer ranges.

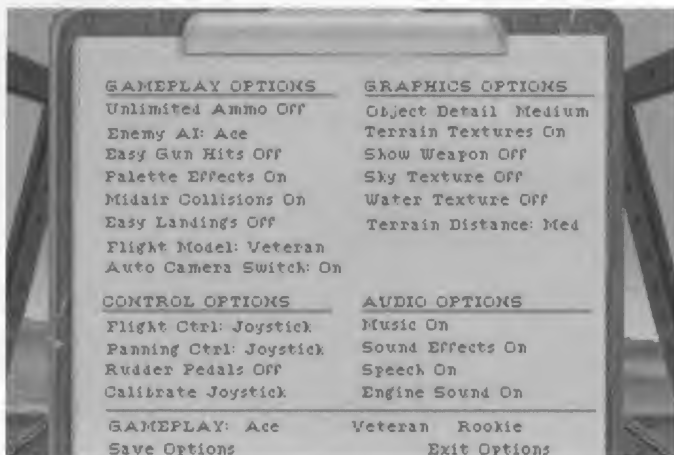
PALETTE EFFECTS. Turns the redout, blackout and sun glare effects ON / OFF.

MIDAIR COLLISIONS. Specifies whether or not to allow mid-air collisions between you and other planes.

EASY LANDINGS. Is more forgiving during rough landings.

FLIGHT MODEL. Adjusts the level of flight realism (ACE / VETERAN / ROOKIE).

AUTO CAMERA SWITCH. Automatically switches you to the front cockpit view when you are hit or in danger.



Options Screen

GRAPHIC OPTIONS

OBJECT DETAIL. Adjusts the level of object detail (LOW / MEDIUM / HIGH).

TERRAIN TEXTURES. Toggles all landscaping objects (rocks, trees, unimportant islands) ON / OFF.

SHOW WEAPON. Toggles weapon display ON / OFF during flight.

SKY TEXTURE. Toggles the sky texture mapping ON / OFF.

WATER TEXTURE. Toggles the ocean texture mapping ON / OFF.

TERRAIN DISTANCE. Adjusts the level of terrain detail visible at a distance (NEAR / MEDIUM / FAR).

CONTROL OPTIONS

FLIGHT CTRL. Changes the method of flight control (KEYBOARD / MOUSE / JOYSTICK / FLIGHT STICK PRO / THRUSTMASTER).

PANNING CTRL. Changes the method of panning control (KEYBOARD / MOUSE / JOYSTICK / FLIGHT STICK PRO / THRUSTMASTER).

RUDDER PEDALS. Activates rudder pedals if they are installed.

CALIBRATE JOYSTICK. Adjusts joystick movement. (Follow the instructions onscreen.) During flight, you can do the same thing by pressing **[Alt][J]**.

AUDIO OPTIONS

(only appear if sound devices are installed)

MUSIC. Toggles music ON / OFF.

SOUND EFFECTS. Turns sound effects ON / OFF.

SPEECH. Toggles speech ON / OFF.

ENGINE SOUND. Turns engine sound ON / OFF.

OTHER OPTIONS

GAMEPLAY. Adjusts all Option screen settings to ACE / VETERAN / ROOKIE level.

SAVE OPTIONS. Saves all options as they are currently set.

EXIT OPTIONS. Exits the options screen.

INCREASING THE SPEED OF PLAY

If you find that *Pacific Strike* runs sluggishly on your machine or locks up frequently, you may be running out of memory. You can adjust some of the options to increase the speed of the game:

Turn off SKY TEXTURE.

Turn off WATER TEXTURE.

Turn off TERRAIN TEXTURES.

Lower the level of OBJECT DETAIL.

Lower the level of TERRAIN DISTANCE.

Turn off SPEECH.

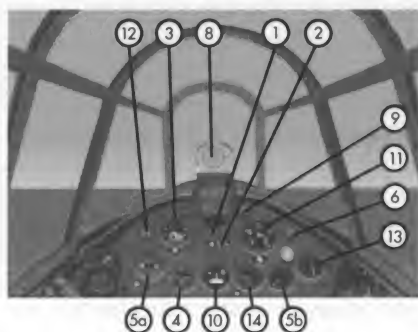
Turn off SOUND EFFECTS.

Turn off SHOW WEAPON.

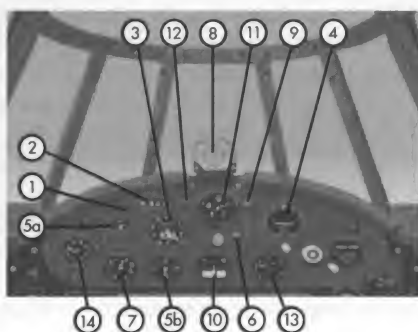
Turn off ENGINE SOUND.

Note: Using a disk cache is helpful if you want to play with SOUND EFFECTS and SPEECH on.

COCKPITS AND INSTRUMENTATION



Wildcat, Hellcat and Bearcat Cockpit



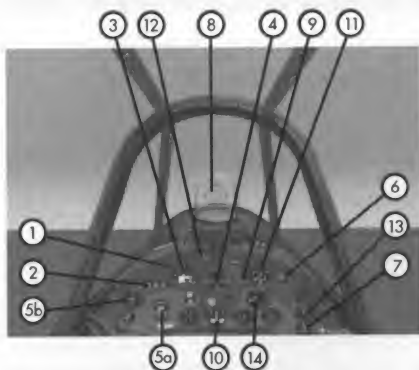
Avenger and Devastator Cockpit

Before you play the game, take a few moments to study the cockpit instruments. In flight, the extra second you glance at an instrument could mean life or death.

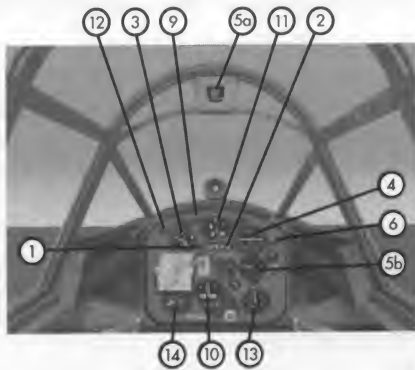
Most World War II aircraft feature the same instrumentation, although the cockpit designs often vary widely between planes. In *Pacific Strike*, you can fly eight different aircraft — the *Wildcat*, *Hellcat*, *Corsair*, *Devastator*, *Dauntless*, *Avenger*, *Helldiver* and *Bearcat*. As you progress through the war and receive your promotion to lieutenant, you'll be able to choose what type of plane you want to pilot.

In *Pacific Strike*, all cockpits are modeled after the *Avenger*, *Wildcat*, *Corsair*, and *Dauntless* cockpits. The next section outlines the different instruments you will find in all of the cockpits and shows you where they are located. You may notice extra dials on the instrument panel, but all of the instruments you need to become familiar with are described below:

- ① **Active Guns.** This number shows how many guns you have available. To cycle through your guns, press **[G]**. Each gun you select causes a small red indicator lamp to light up above the altimeter.
- ② **Ammunition Count.** This number indicates how many total rounds of ammunition you have for all guns. Be careful: The more guns you fire at once, the quicker your ammunition will be depleted and the longer it takes to fire off successive shots.
- ③ **Altimeter.** The altimeter shows you how high you are flying. The large numbers on the dial increase in 1,000-foot tick marks. The needle moves counter-clockwise when you descend and clockwise when you climb. The 2-digit numerical readout represents 10,000s of feet elevation (1st digit) and 1000s of feet (2nd digit).
- ④ **Bank Indicator.** The bank indicator has marks that represent your position in relation to the horizon. These marks rotate as your banking angle changes.
- ⑤ **Compass.** All planes in the game have two types of compasses. The *bar compass* (5a) displays the compass direction you are traveling and is visible in the normal cockpit view. The small tick line at the top of the bar indicates where you should read the compass. The second type, the *needle compass* (5b), is a round instrument that shows what direction you are traveling. The needle will point N, S, E or W. To look at the needle compass, pan around the cockpit (only in the Normal view).



Corsair Cockpit



Dauntless and Helldiver Cockpit

- ⑥ **Flaps Light.** The yellow flap lamp lights up when you lower your flaps. After you raise the flaps, it will turn off.
 - ⑦ **Fuel Gauge.** The fuel gauge indicates how much fuel remains in your fuel tanks. If this falls too low, you should consider returning to base. You will not be able to fly or autopilot without fuel.
 - ⑧ **Gunsight.** The gunsight is a visual device to aid you in aiming your guns and cannon. You can zoom in on your gunsight by using **[F1]**. Refer to **Combat** (pp. 16-17) for advice on how to aim and shoot during combat.
 - ⑨ **Landing Gear Light.** This green light indicates that you have lowered your landing gear. Once you retract the gear, the light will turn off. You should retract your gear once you are off the ground, since extended landing gear exerts considerable drag on your plane.
 - ⑩ **Rudder Indicator.** The rudder indicator indicates the current rudder position. The "L" and "R" on the dial are separated by a vertical line. When you move the rudder to the left (or right), the L (or R) will move toward the vertical line.
 - ⑪ **Speed Indicator.** The speed indicator tells you how fast (in miles per hour) your plane is traveling. The numbers on the dial step off 100-mph increments.
 - ⑫ **Stall Light.** This red indicator lamp warns you that your plane is going into a stall. When it lights up, level your plane or increase your airspeed.
 - ⑬ **Throttle Setting.** The throttle setting indicator, which is similar to a tachometer, has eleven settings that represent the percentage of total engine output. Press **[]** to stop the engine. Press **[1]** through **[0]** to increase throttle speed in 10-percent steps, with **[1]** equal to 10 percent and **[0]** being 100 percent. Or, press **[+]** and **[-]** to increase or decrease your throttle setting, respectively.
 - ⑭ **Vertical Speed Indicator.** The vertical speed indicator shows at what rate your altitude is changing in hundreds of feet/minute. Each 90-degree turn on the indicator represents 200 feet per second. The needle will move clockwise when you climb and counterclockwise when you descend.
- NOTE: One quarter revolution clockwise on the dial equals a 200-foot-per-second climb, while one quarter revolution counterclockwise indicates a 200-foot-per-second dive.






FLIGHT TACTICS



FLIGHT CONTROLS









When in the air, you control the flight of your plane with the keyboard, mouse or joystick. You can also use the mouse (in the Cockpit camera view) or joystick (in the Cockpit or External camera views) to look at your surroundings. You can select the method of flight and panning control in the Option screen (pp. 8-9).

Joystick Control. A joystick will give you the best playing experience and is the suggested interface for the game. Pulling the stick toward you pulls the nose of the plane up, while pushing the stick away from you dips the nose down. Moving the joystick left or right banks the plane left or right.


Mouse Control. Pushing the mouse away from you noses the plane down, and pulling it toward you pulls the nose up. Moving the mouse left or right banks the plane left or right. The left mouse button fires your guns or releases your weapon.

Keyboard Control. Pressing  noses the plane down, while  pulls the nose up. Pressing  or  banks the plane left or right. Pressing  fires your guns or releases your weapon.



Rudder.  and  control your plane's rudder and yaw your plane left and right (see page 76 in the *Reference Manual*). Use the rudder when you want to keep your wings level but change your direction. You'll find the rudder useful when landing or making precision attack runs.

Throttle. The number keys or your joystick throttle wheel control the engine throttle setting.  represents 10 percent engine power. Each successive number ( through ) increases power in 10 percent steps, with  as 100 percent throttle power.  cuts the throttle to zero percent. During dogfights, you'll want to maintain a setting between  and . Otherwise, you can fly at 50 or 60 percent throttle. When you autopilot, your throttle automatically resets to setting .

TAKING OFF

Autopilot Takeoff. If you wish, you can perform an autopilot takeoff and let the system take over — press . You'll watch your plane lift off the runway and climb to a level cruising altitude. Watch the altimeter on the upper left part of the instrument panel. Once you reach around 1,000 feet, watch the green (landing gear) and yellow (flap) indicator lights. When they turn dim, you regain control of the airplane. Be sure to keep the nose of the plane level with the horizon by using your joystick, mouse or keyboard.

Manual Takeoff. If you would rather take off manually, follow these steps:

-  Lower your flaps. Note that the yellow indicator light on the instrument panel lights up.
-  Increase your throttle to 100 percent. As you gain speed, your tail will rise and you will be able to see the runway.

- ⬇ Gradually raise the nose of the plane (move the joystick or mouse toward you, or use ⬇) to lift off the deck. As you continue to climb, watch the altimeter turn clockwise as your altitude increases.
- ⓕ Once the altimeter shows 600 feet, raise your landing gear by pressing ⓕ. The green light (landing gear indicator) on the instrument panel will dim. When the altimeter reads “001” (1,000 feet), raise your flaps by pressing ⓕ and watch the yellow light (flaps) turn dim.
- ⬇ Keep climbing until you reach 3,000 to 4,000 feet. The more altitude you have, the better you’ll be able to fight the enemy.
- ⬆ Once you gain enough height, lower the nose of your plane (move the joystick or mouse away from you, or use ⬆) until the horizon splits your screen.

MANEUVERING

Once in the air, you have to perform aggressive and evasive maneuvers when you fight the enemy. You may want to review **Flight Information** in the *Reference Manual* (pages 74-93) for detailed information on maneuvers and tactics you can use in the game. Here are a few basic moves to get you started:

Climbing. To climb, pull back on the stick, move the mouse toward you or press ⬇. You should climb whenever you can during combat, since altitude converts into speed. Be careful not to climb too fast — you can stall or pull excessive Gs (force exerted on you when you turn, dive or climb sharply).

Too many Gs cause you to experience redout or grayout (the screen turns red or gray to represent biological effects on your body). If this happens, let up on the flight control. The screen will return to normal.

Diving. To dive, move the joystick or mouse away from you or press ⬆. You gain a lot of speed during a dive — to slow your descent, use your flaps (ⓕ) or dive brakes (ⓑ). Be sure you pull the nose of the plane up before you are too low so you avoid crashing. Don’t forget to raise your flaps and release your brakes when you are finished using them. Finally, remember that the ground is not always even with sea level and that you can hit the ground while the altimeter reads several hundred feet!

Stalling. If your plane loses speed and stalls during a climb, quit climbing. Not enough air is flowing over the airplane to allow you to control it. Once the plane starts falling toward the ground and gains speed, you will regain control of the plane. Lowering your flaps (ⓕ) can help you gain control faster, since the flaps increase your lift (see page 74 in the *Reference Manual*).

Turning. To turn the plane, move the joystick or mouse left or right. On the keyboard, press ⬅ or ➡. Lowering your flaps (ⓕ) can sometimes help you turn, especially if you’re chasing a maneuverable opponent.

Rolling. You roll the plane by maintaining a turn for 360 degrees. To watch your moves from behind the plane as you practice, use the ⓕ2 Chase camera view.

COMMUNICATING

In heated combat, you can talk to other pilots in your squadron. To use the radio, press **[R]**. Point and click on a receiver, then point and click to send a particular message. For example, you can order your wingman to attack your selected target by sending him an *Attack Target* message. Then, you can instruct him to resume formation with a *Form on me* command. The messages vary, depending on the mission and your current status.

What's your status?

Break formation.

Form on me.

Attack target.

Return to base.

Begin radio silence.

End radio silence.

I need the Barrier!

Requesting landing.

Help me!

NAVIGATING

Pacific Strike provides you with a navigational map that shows your position relative to your base or carrier. It shows navigational waypoints and target locations. Your position is identified by a large circle and the callsign you chose at the beginning of the game. Target names and the name of your base or carrier also appear on this screen.



Nav Map

- [N] Opens and closes the navigational map. ([Esc] will also close the map.)
- [↑] To switch between Nav points, move the joystick or mouse (or use the keyboard arrows). The current navigational point appears as a red circle, while the other waypoints display as dark blue circles.

Text on the right side of the map indicates your wingman, current Nav point, the primary objective for that Nav point, and notes concerning the objective. When you switch Nav points, the text changes.

LANDING

Autopilot. You can land automatically by pressing **[A]**, unless your engine or landing gear is damaged. You can also land manually. The first *Pacific Strike* mission requires a ground landing, but all missions after that are flown from carriers.

Ground Landing. To make a ground landing, follow these steps:

- ④ Drop your altitude to 500 feet above the runway and make sure you are lined up correctly.
- ⑥ or ⑦ When you are 3,000 feet out from the runway, reduce your throttle to 60 or 70 percent.

(F), (L) Then, lower your flaps (F) and landing gear (L). Note that the green and yellow indicator lights turn bright on the instrument panel.

(4) At 1,000 feet out, reduce your throttle until you have almost reached stalling speed (around 100 mph, or throttle setting (4)).

(↑), (B) When you reach the beginning of the runway, your altitude should be about 25 feet above the runway surface (about 420 feet above sea level). Gently raise the nose of the plane and drop down onto the runway. Ideally, all three wheels should touch down at the same time. Hit your brakes.

Note: The altimeter indicates height above sea level. When you are over land, always remember that the ground level is higher than 0 feet.

Carrier Landing. A carrier landing is difficult, but you can practice using the following steps:

(R) Before you line up to land, radio the carrier and request a landing by using (R). Then, line up with one end of the carrier.

(F), (L) When you are 2,000 feet out from the deck, lower your flaps (F), landing gear (L) and *arresting hook*. (In the game, the hook is automatically lowered with your landing gear.) Then, pay close attention to the LSO's hand signals. The LSO tells you to abort the landing, slow down, speed up or otherwise corrects your approach.

(6) or (7) Then, reduce your throttle to 60 or 70 percent and drop to 100 feet (using ↓).

(~) When you're approximately 1,000 feet away from the ship, cut your engines (press ~) so that you glide onto the landing deck.

(0) When you touch the deck, increase your throttle to full speed until the arresting hook catches. If you miss the hook, take off and try again.

(-) After the hook engages, cut your throttle once more.



O.K.



Move over.



Too slow.



Too low.



Abort landing.



Too fast.



Cut engine,
land.

TIME BURST/COMPRESSION

To accelerate the game time sixfold, press and hold (Tab). (Releasing it stops time burst.)

(Shift+Tab) activates 2x time compression, meaning everything occurs twice as fast. You can press (Shift+Tab) again to double the compression to 4x. Press (Shift+Tab) a third time to return to normal time.

During combat your first objective is to find the enemy before he spots you. The second objective is to outmaneuver him. Both require good flying techniques.

Finding Enemy Planes. Enemies are hard to see from far away, especially if you're flying with the sky turned On (to turn it Off, press **[Alt Y]**). Whenever you see a *white* dot in the sky, you can be assured that an enemy is not far away. *Blue* dots represent friendly planes. Once you spot a white dot and move closer to it, you can mark it as your selected target. This helps you locate him when he is out of view.

If you don't see any enemies in front of you and you're playing with a joystick, try switching to **[F6]** External view. In this mode, press Button 2 on the joystick and pan around your plane. Imagine a floating camera 20 or 30 feet away from your plane — panning swings this camera around your plane, providing you with a 360-degree view. Once you spot an enemy, switch to the Normal view (**[F1]**) and turn toward him.

Selecting Targets. After you find a target, "mark" it by pressing **[T]**. Notice that a white cross appears on the targeted plane. You can use other targeting features in *Pacific Strike* after your first mission. (See *Reference Card*.)

[T] Select next enemy air target. (Cycles through enemies in view.)

[Alt T] Cycle through friendly air "targets."

[⇧Shift T] Select no target (deselects current target).

[Y] If the target moves out of view, press **[Y]** to find out what direction you need to fly to bring it back into sight. Your "head" will move in the cockpit and face the targeted enemy. Once you press **[F1]** to return to the front view, you must press **[Y]** again to regain the "eyes locked on target" feature.

[F8] Press **[F8]** to activate the Player-to-Target view and see your enemy's position relative to your plane. The camera lines up with your target and places your plane in the line-of-sight. If you can't see the enemy with this camera, your plane is in the way. Reverse this view by pressing **[F8]** again.

[F9] Press **[F9]** to activate the Victim view. Once a targeted plane is about to crash, the camera will switch on automatically.

Selecting Guns/Weapons. Depending on what plane you're piloting, you have different guns and weapons available. However, you can only activate one munition at a time. This means that if you activate guns (**[G]**) you can't fire weapons. Likewise, if you activate weapons (**[W]**), you can't fire your guns.

In early missions, you may want to select UNLIMITED AMMO in the Option screen. That way, you can fire off as many rounds or weapons as you want during the mission. To use your guns and weapons, follow these steps:

[G] Press to activate guns. Each press selects an additional gun.

[W] Press to activate bombs or torpedoes. You can select one weapon at a time. To fire, press the joystick trigger, the left mouse button or **[Spacebar]**.

Attacking Enemy Planes. After you detect and target an enemy, it's time to attack. The tactics vary, depending on what plane you are flying and what type of plane you're fighting. Early in the war, American planes had better speed but could not turn as well as Japanese planes. Later, planes were more evenly matched.

Your first objective is to gain more altitude than your enemy. You can convert height into speed and dive down to attack your enemy. Your second objective is to shoot the enemy with your guns or cannon. When firing at your enemy, remember that both you and your target are moving. This means you have to fire *leading shots* ahead of your enemy and estimate his position when the bullets reach him. Position your gunsight just in front of a moving target (especially if you're both turning), then unleash your bullets.

Attacking Enemy Ground Targets and Ships. The tactics used to attack ground targets and ships depend on the target. You can dive bomb, glide bomb or torpedo ships and bomb or strafe ground targets.

Dive Bombing. To dive bomb, approach the target at an altitude near 10,000 feet. For ships, approach the stern (rear) end of the ship.

- When you have almost flown directly over the target, dive.
- or Lower your flaps or dive brakes to slow your descent.
- When you are 2,000 feet above the target, aim slightly ahead of the target and release the weapon (also joystick trigger).
- , or Finally, pull up the nose of the plane and increase your throttle to evade AA fire and flak. Raise your flaps or release your dive brakes.

Glide Bombing. Glide-bombing is similar to dive bombing, but less steep. Begin your dive from further away and approach the vessel at a 20-degree descent. Release your bomb just ahead of the target at about 2,000 feet, then pull up.

Torpedo Bombing. Torpedo-bombing requires precision and skill. Follow these steps:

- Descend to 100 feet above the water and level out the plane so that you are flying toward the *side* of the vessel.
- or Reduce your throttle to 30 or 40 percent. When you are within 1,000 yards of the ship, aim the torpedo slightly ahead of the ship. This compensates for the forward movement of the ship.
- Release the torpedo (also joystick trigger).
- and Pull up the nose of your plane and increase your throttle to .

Strafing. Strafing refers to firing a volley of bullets on a vessel or ground target. You can strafe from a dive or a low approach. Dive strafing is best for striking a target along its length, while low strafing is best for hitting along its length *and* width. To make a dive strafing attack, dive bomb and fire your guns instead of bombs. To make a low strafing attack, fly level past a target and fire while alternately turning the rudder and .

INTRODUCTORY WALKTHROUGH

This brief walkthrough will guide you through your first two battles in *Pacific Strike*. During your first mission as a Navy pilot, you're assigned to defend Pearl Harbor and protect the battleship *Nevada*. In the second mission, you'll transfer to the USS *Enterprise* and take part in a surprise bombing attack on a Japanese seaplane base. In your first couple of flights, you should concentrate on mastering basic flight maneuvers and cockpit controls. Since missions become increasingly difficult, you need to have a good grasp of the mechanics of flight. If you want to get in a few rounds of practice, replay these first two missions or use the **INSTANT ACTION** option in the **MAIN MENU** to improve your combat skills. Good luck!

STARTING THE GAME

When you start *Pacific Strike*, you'll see a brief introductory animation followed by an introductory screen. Select **START NEW GAME** and type your name and callsign in the spaces provided. Then, press **[Enter]** to launch into action at Pearl Harbor.

When the game begins, you're in the barracks with Jester, your flight buddy from Pensacola. When you both realize the base is under attack, you immediately jump into two *Wildcats* on the runway at Pearl Harbor.

PRE-FLIGHT CHECK

Before you take off for the first time, we suggest that you complete the following checklist. This may take up valuable mission time, but you can repeat the first mission as many times as you like:

- Test the **[F1]** camera view. (Zooms in on your gunsight. Press this key repeatedly to cycle through to Normal view.)
- Test the **[F2]** Chase Plane camera view. (Shows external view from behind.)
- Test the **[F3]**, **[F4]** and **[F5]** camera views. (Displays right, left and back views, respectively. Press **[F1]** to return to Normal view.)
- Test the **[F6]** External camera view. (Shows a rear external view of your plane.) Press **[F1]** to return to the Normal cockpit view. Once in the air, you can use **[I]** or **[J]** to zoom in or out, respectively.

Note: If you are using a joystick, press and hold Button 2. At the same time, push the joystick any direction for a panoramic view. Push forward on the stick to view your plane from above.

- Activate the **[F9]** Victim camera view (allows you to see action from your victim's viewpoint when he crashes). Since this view is 'Off' by default, you need only press the key once.
- Press **[G]** to activate one or more of your guns. You can change the number of active guns by pressing **[G]** more than once. **[Shift][G]** arms all of your guns simultaneously.
- Check the radio by pressing **[R]**. A list of available receivers appears (the names will vary according to the mission). Point and click on a wingman or ship to bring up a list of messages and click on a message to send it. To cancel the radio screen, choose *No one* or press **[Esc]**.

Once you complete this pre-flight check, you are cleared for takeoff!

TAKING OFF

Autopilot Takeoff. You can automatically take off by pressing **[A]** and watch your plane lift off the runway and climb to a level cruising altitude. After the green landing gear light and yellow flap light turn off, keep the nose of the plane level with the horizon.

Manual Takeoff. To take off manually, lower your flaps (**[F]**) and watch the yellow indicator light on the instrument panel light up. Then, throttle to 100 percent (setting **[0]**). When your plane's tail rises, pull the nose of the plane up by moving the joystick or mouse toward you or pressing **[↑]**. Once the altimeter shows 600 feet, raise your landing gear (**[L]**) and raise your flaps (**[F]**). Both lamps will dim.

IN THE AIR

Once in the air, you have to contend with Japanese *Vals* that are attacking the airfield. Your first mission objective is to eliminate the *Vals* before they destroy your airfield. Avoid climbing straight up to attack the two planes. Instead, gain altitude slowly and then turn around to face the *Vals* (move the joystick or mouse to one side, or use **[←]** or **[→]**).

- [R]** Use your radio to check Jester's status. (In later missions, you can send other radio messages to American planes and ships.)
- [T]** Once you have a Japanese plane in view, press **[T]** to select it as your target. A white cross will appear on the target. If this target crashes, press **[T]** to select another plane. (See page 16 for more targeting information.)
- [F8]** Press **[F8]** to activate the Player-to-Target view. This camera lets you view your enemy's position relative to your plane. If you can't see the enemy with this camera, your plane is interrupting the view.

You have several minutes in which to shoot down the attacking planes. In battle, the Japanese planes will send messages when they shoot someone down or if they are going to crash. You'll also receive messages from Jester and the ships, depending on his status. (Jester will radio if he is bailing out or about to crash.)

Soon, you receive an emergency radio message from the battleship *Nevada*, which is under attack. Once you have driven off the planes in the vicinity of your base, you and Jester can proceed to the ship and defend it from *Kate* torpedo bombers.

- [N]** Hit to view your navigational map; it shows your current position relative to your Nav points.
- [Enter]** Press to return to the cockpit view. (You can also press **[Esc]**.)
- [A]** Autopilot to the next waypoint. Note that you can't autopilot if enemies are still in the area — you'll get a message that says *Enemies Near*. After autopiloting, you'll need to reset your throttle to **[0]**, since autopiloting sets your engines to cruising speed (around **[5]**).

When you arrive, the *Nevada* is almost directly below you, and two *Kate* torpedo bombers are straight ahead. If you target one of them and employ the strategies mentioned above, you may stop the planes before they release their weapons. If you successfully eliminate or drive off all the enemy planes, the *Nevada* will tell you that it is safe for now. Then, hit **[A]** to autopilot back to the base.

Tip #1

One of the most essential strategies in Pacific Strike is to try to maintain a height advantage at all times. Most Japanese planes are more maneuverable than the American aircraft. Avoid engaging in a turning fight with your opponent or you are sure to lose, especially when flying the earlier planes of the war. When you have secured a height advantage, always try diving in on your enemy. This will give you a good angle of deflection and provide you with the speed necessary to accelerate out of the range of your enemy's guns. If the Japanese airplanes are above you, try climbing first before you engage in a fight.

In this first mission, you will encounter Kate and Val airplanes. Avoid getting behind them, since they will shoot you down with their tailguns. Try making broadside passes at your opponents. This will give you a better chance of making an accurate hit.

Try using your flaps (F) when turning with the faster Japanese planes. They help you maneuver a little better and can come in useful during a tight dogfight.

Tip #2

You may find it easier to fly with the "invisible cockpit" view. If you press [C], the cockpit will disappear and your field of vision will increase. Your airspeed, altitude and heading in degrees will appear in the bottom left portion of the screen. Also, your gunsight will still be available. To make the cockpit reappear, press [C] again.

LANDING

Once you travel back to base from the *Nevada*, you'll find two *Val* bombers attacking the airfield you were originally defending. They're activated once you autopilot back to Pearl Harbor (you can't do so until you shoot down all the planes attacking the *Nevada*). Back at the base, you can't use autopilot to land unless you eliminate the *Vals*. When all is secure, you'll receive a radio message giving you permission to land on the airstrip.

Making a ground landing is considerably easier than making a carrier landing. If you want to land automatically, press [A] for an autopilot landing. If you wish to land manually, refer to page 14.

Drop to 500 feet and line up with the runway. When the runway is several hundred feet away, throttle back to 60 or 70 percent. Then, lower your landing gear (L) and flaps (F). Reduce your throttle again to around 100 mph, or throttle setting [4].

When you reach the runway, you should be 25 feet above the runway (420 feet on the altimeter). Gently raise the front of the plane and drop onto the runway.

ON TO THE CARRIER

Upon landing, you'll meet Lieutenant Commander Biggs, who informs you and Jester of your transfer to the *USS Enterprise*. You'll then watch an animated journey of the *Enterprise* sailing off into the war zone. Before you begin your second mission, take a few moments to explore the carrier. Each room has certain functions, depending on your rank.

Mess Hall. The Mess Hall is the main area of the carrier. From here, you can access all other areas of the ship. Depending on the mission, different pilots will be present. To initiate a conversation, point and click on a person. Other pilots often give you valuable tips that will help you in your next mission.



Mess Hall

Killboard. To view the number of kills for each pilot, point and click on the blackboard in the back of the Mess Hall. To quit viewing the kill board, move the cursor to the bottom part of the screen and click.

Briefing Room. The door to the right of the killboard leads into the Briefing Room. Before you can begin a mission, you should enter this room and listen to the mission briefing. You'll find out your mission objectives and study maps and charts that indicate movements and enemy positions. After you achieve two promotions and can plan a mission, you'll conduct briefings in this room.

Stateroom. The large door on the right leads to the Stateroom. In here, click on the foot locker under the porthole to view your current medals. You can identify a medal by pointing at it. The bunks on the right are used for saving and loading games — click on the empty bunk to save a game and on the sleeping pilot in the top bunk to load a previously saved game.

After you attain two promotions (the rank of Lieutenant Commander), you can read pilot dossiers by pointing and clicking on the desk drawer. They give you background information about your fellow pilots.

Also after two promotions, you'll be able to plan your missions and give mission briefings. To do so, point and click on the map to the left. This will display the Mission Editor screen (see **Mission Editor** on page 23). To exit the Stateroom, point and click on the bottom of the screen.

Commander's Quarters. The door next to the stairs takes you into the Commander's Quarters. He'll appear in his office after you've been promoted twice and will give you helpful information. To talk to the Commander, move the cursor on top of him and click. To return to the Mess Hall, click on the bottom of the screen.

Hangar. To enter the Hangar, click on the stairs. You'll find different planes and weapons here, depending on the mission. The armourer, however, will always be in the Hangar — if you choose to talk to him, he can provide you with information about the planes and weapons. If you skipped the mission briefing, he'll remind you to go back and listen to it. To begin a mission, point and click on the plane.

Note: For your first three missions, you will only be able to fly *Wildcats*. Other planes will appear in the Hangar later. After your first promotion to Lieutenant, you can choose between planes in the hangar (by pointing and clicking) and load/unload different weapons from the weapons cart.

YOUR SECOND MISSION

If you were successful in your defense of Pearl Harbor, you're ready to transfer to the carrier *Enterprise* and fly your first carrier mission. As a precaution, you may want to save your first game at this point. You can save as many games as you like.

- Enter the Stateroom and click on the empty bunk. Then, click on an empty game slot.
- Type in a short description for this saved game and press **[Enter]**.

MISSION BRIEFING

Before starting your next mission, you should attend the briefing. There, you learn that Intelligence has located a small seaplane base on Taroa Island. The Commander asks you and Biggs to lead a strafing and bombing attack there while other bombers from your ship attack Kwajalein Island. Your objective is to attack any air bases you find and to shoot down all enemy planes.

Point and click on the door leading to the Briefing Room. Once the briefing is over, you'll find yourself back in the Mess Hall.

TAKING OFF

Enter the Hangar by clicking on the stairwell in the back left corner of the Mess Hall. In the Hangar, you will see a *Wildcat*. (Remember, it is the only plane available until you successfully complete a few missions.)

Point and click on the *Wildcat* to activate the elevator and begin the mission. As in the first mission, you can take off manually or by autopiloting down the carrier deck.

[G] Once in the air, activate your guns. Hit **[G]** to select the number of guns you wish to activate. Selecting **[G]** deselects bombs, and pressing **[W]** deselects guns. Activate your weapons just *before* you're ready to use them — otherwise, you may release a bomb instead of a volley of bullets!

[A] After you press **[A]** to autopilot to the target base, you see *Claudes* in the air and several planes on the ground. One of the planes is climbing toward you. Try to take it out as you dive at the base.

[G] or **[W]** Now, you have two options — use your guns or your bombs to strafe the aircraft and hangars on the ground. Your guns are active now — if you choose to use bombs, press **[W]**. (Note that when you press **[G]** to reactivate your guns, you select one additional gun.)

[Spacebar] **[G]** Release the bomb (press **[Spacebar]** or the joystick trigger). Then, rearm guns using **[G]** and use the speed from your dive to regain altitude.

Try to maintain an altitude advantage and take out remaining bandits in the air. If you missed ground targets the first time around, bomb or strafe them after you get rid of the enemy planes. Don't forget to bomb the *Bettys* parked on the runway, the hangars and the green headquarters building with the flag. When you accomplish all the objectives for this mission, you will receive a *Mission Accomplished* message. If the area is clear of enemies, you can head back to base by autopiloting.

Extra Challenge. If you finish off all the air and ground targets, look for a small, square island southeast of the airbase. There, you'll find a small signaling tower. Unleash your remaining bombs or bullets on it, then autopilot back to the carrier.

Landing on a Carrier

Carrier landings are trickier than ground landings, because you have to catch the arresting wire in a limited landing strip. Once again, you can land manually or choose the autopilot feature (press **[A]**). If you are performing a manual landing, keep a close eye on the Landing Signal Officer (LSO). This invaluable crew member steers you to safety on the deck, correcting your approach as necessary and evaluating your landing. He appears large from a distance and gradually decreases in size as you approach the carrier. See page 15 for a list of LSO signals and instructions on carrier landings.

For manual landings, radio the carrier and request a landing. Then, line up with one end of the carrier. Lower your flaps and landing gear and watch the LSO. He appears large as first, then shrinks as you approach the deck.

When you are several hundred feet away from the deck, throttle down to setting **[6]** or **[7]** percent and drop to 100 feet. Approximately 300 feet away from the ship, cut your engines (**[E]**) and drop onto the landing deck. Don't forget to throttle to 100 percent (**[0]**) until the arresting hook catches — if you miss the hook, you'll be going fast enough to take off and try again. If you engage the hook, cut your engines (**[E]**).

By this time, you should be familiar with the airplane and the carrier. As you progress, remember to save your missions and follow the advice you receive from other pilots. After you gain rank, you will be able to plan missions through the Mission Editor.

MISSION EDITOR

Once you successfully complete enough missions, you receive two promotions. The first is to Lieutenant, allowing you to choose planes and weapons in the Hangar. Click on any plane in the Hangar to select that plane. Then click on the weapons cart(s) (in the foreground) to choose or modify your loadout. (The default plane is already loaded, but you can also modify that loadout.)

Your second promotion is to Lieutenant Commander, allowing you to plan your missions using the Mission Editor. This planner allows you to specify squadron loadouts, lead pilots, plane types and numbers, and combat tasks.

The Mission Editor works almost identically to the Instant Action missions. However, you cannot specify your opponent's planes or pilots. Also, the Mission Editor has a slightly different button configuration. Note that if all the named wingmen die, you'll have to use anonymous general assignment pilots for the rest of the game.

DEFAULT. Revert to the default planes, pilots and tasks for the mission.

EXIT. Exit the Mission Editor.

UNDO. Undo any changes you've made since you opened the Mission Editor.

CLEAR. Clear the configuration for *all* sorties.

After you configure the mission, you'll give the briefing in the Briefing Room. Once in the air, cycle through other planes in your group by pressing **[F6]**.

TIPS FROM SEASONED VETS

- Listen to your wingman. He will warn you of incoming enemies with a message. If you cannot locate the enemy, your wingman will lead you directly to him.
- To get your wingman to attack a specific target, you must first use **[T]** to target a plane or ground target. Now, when you use your radio, you will see an option that says *Attack Target*. Sending this to your wingman orders him to go after whatever you have targeted. You're then free to choose a different target.
- If you arrive at a waypoint and you cannot locate the enemy you are looking for, it is generally a good idea to fly a "box" (fly forward, then 90 degrees to the left). Keep turning to the left at a 90-degree angle until you have flown a box.
- Another strategy to locate the enemy is to use the **[F6]** camera. It will cycle through all objects in the area, indicating to you whether enemy ships or planes are nearby. To pan around a plane or ground object, press **[F6]** and then press and hold Button 2 on the joystick. If you move the joystick while holding down this button, you can view 360 degrees around the object in the screen, helping you find targets.
- As you approach your destination, you need to locate target ships and ground objects. To cycle through nearby ships and ground targets, press **[Ctrl][F6]**. Once again, pan around by pressing Button 2 on the joystick.
- If you are attacking Japanese fighters in early missions, stick to diving attacks and avoid turning dogfights at all costs. Early Japanese planes can outmaneuver you, so take advantage of your plane's speed.
- If you are attacking incoming bombers as they approach their targets, fire a volley of gunshots at them to alert them to your presence. Once they know you are there, they may scatter and attempt to evade you instead of homing in on their target.
- If you are attacking bombers with escorting fighters, you can generally rely on your fellow pilots to take care of the fighters while you go after the bombers. It is essential to stop Japanese bombers and torpedo planes before they can get to your ship. Only attack the fighters first if you are still relatively far away from your carrier.
- When dive-bombing an enemy ship, line up with it lengthwise before you begin your dive. This will increase your chances of hitting the target. Generally, the steeper your dive, the more accurate your targeting. Try to aim for the end of the ship nearest you to account for forward movement.
- For torpedo attacks, drop to an altitude of 100 feet, then level out and approach the vessel broadside. Reduce your throttle (using **[−]**) to 100 mph. When in range (about 1,000 yards), aim the torpedo slightly ahead of the ship. Then, release it and pull up. Torpedo runs are most effective when executed simultaneously by two aircraft — the ship cannot turn away from one of the torpedoes.
- If you have an enemy on your tail and you're flying a plane with rear guns, you can use **[F7]** to switch to your tailguns. Then, aim and fire just as you would with your front guns. The plane will remain flying in the same direction it was before you changed camera views. If you don't switch to your tailguns, your tailgunner will fire anyway. He's a pretty good shot, so you may want to take advantage of his marksmanship and concentrate on flying the plane.